

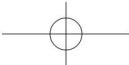
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AGB-BAJE-USA



GAME BOY ADVANCE





**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

To reduce the likelihood of a seizure when playing video games:

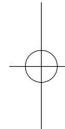
1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

#### Important Legal Information

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## PRE-FLIGHT

Insert your *Banjo Pilot*™ Game Pak into your Game Boy® Advance system, then turn the power ON. When you reach the Title Screen, press START.

On the Main Menu, use Up and Down on the +Control Pad to cycle through the available options, then press the A Button to select one.



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**Single Player:** Begin a new single player game or continue an existing one.

**Multiplayer:** Start a multiplayer race using a Game Boy® Advance Game Link® cable (sold separately).

**Options:** Change game settings.



## CONTROLS

### BEGINNER

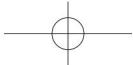
+Control Pad: Steer plane.  
A Button: Accelerate.  
B Button: Fire weapon/use power-up.  
START: Pause game.

### ADVANCED

+Control Pad Left & R Button: Sharp left turn.  
+Control Pad Right & R Button: Sharp right turn.  
  
+Control Pad Left & L Button: Roll left.  
+Control Pad Right & L Button: Roll right.  
+Control Pad Down & L Button: Barrel roll.



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## OPTIONS

**Music Volume:** Increase or decrease the volume of in-game music.

**SFX Volume:** Increase or decrease the volume of in-game sound effects.

**Default Name:** Set the default name, removing the need to enter it for each new record time.

**Erase Save Data:** **IMPORTANT!** This option will delete all saved data on the cartridge. All records and trophies will be lost.

## SAVING

The game will save automatically whenever a race is finished, and also when one of Cheato's secrets is purchased.

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## FIRST FLIGHT

Choose Single Player from the Main Menu. On the options page that follows, use the +Control Pad and the A Button to make a selection. Start your engines!

## GAME MODES

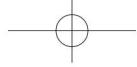
**Grand Prix (GP):** Compete in a league of four races. Accumulate enough points and you'll earn the right to face the reigning champion!

**Time Trial (TT):** Race against the clock on any of the tracks available to you. Can you beat the best lap and total record time for each track?

**Jiggy Challenge:** Race against Bottles while trying to retrieve the six missing Jiggies. You must beat Bottles and pick up at least one Jiggy to win.

**Quickrace:** Compete against seven opponents in a single race on any track previously unlocked.

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**CHEATO**

Cheato, Gruntilda's muddling spellbook, has mislaid some of his pages again! Find them and he'll gladly reward you with valuable secrets...

The number of Cheato pages that you earn in each race is determined by how many musical notes you gather (up to four per track) and your finish position. Stay sharp!

**TROPHY PAGE**

View any trophies or rosettes that you've been awarded.

**CHAMPION CHALLENGE**

If you finish a grand prix with enough points, you'll be able to challenge the current champion to a duel for the title. Reduce your opponent's energy to zero in the ensuing dogfight, and the championship is yours!

**GAME SCREENS**

**GAME SCREEN (RACE)**

**Lap Counter:** Displays the current lap.

**Current Weapon:** The weapon available to fire.

**Player:** Position of your chosen pilot on-screen.

**Race Position:** Player's ranking in the current race.

**Race Time (Time Trial only):** Total race time so far.

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**GAME SCREEN (CHAMPION CHALLENGE)**

**Current Weapon:**  
The weapon currently equipped to fire.

**Player's Health:**  
Enemy attacks will deplete it.  
Lose it all and you lose the duel.

**Opponent's Health:**  
Reduce this to zero in order to win the dogfight and the championship!

**TRACK FEATURES**

**Honeycombs:** Fly through these to collect a random weapon.

**Musical Notes:** Grab them as you fly by to maximize the number of Cheato pages earned at the end of the race.

**Speed-Up Rings:** Temporary boost - your maximum speed is increased on contact. Fly through the rings in succession to dramatically improve those lap times!

**Glowbos:** Most tracks have a hidden Glowbo which can be fired at to activate secret boosts on the track.

**Jiggies:** Collect all six Jiggies and win the race to complete the Jiggy Challenge.





## WEAPONS



**Golden Feather:** A shield of protective feathers which blocks the effects of all weapons.



**Single Red Fire Egg:** Blasts forward and homes in on the nearest opponent, setting them on fire.



**Mumbo's Head:** Disables all other racers for a few seconds.



**Triple Red Fire Eggs:** As above, but three eggs are added to your arsenal.



**Turbo Trainers:** Gives the player a temporary top speed increase.



**Single Blue Ice Egg:** Dropped behind your plane like a mine, it remains on the track to cause mayhem for careless rivals.



**Saucer of Peril:** Takes down the race leader!



**Triple Blue Ice Eggs:** As above, but three eggs are added to your arsenal.

## LINKING UP

### MULTI-PAK MULTIPLAYER

Here's all the information you need to link multiple Game Boy® Advance game systems loaded with *Banjo Pilot* Game Paks. You will need:

Game Boy® Advance systems - One for each player

*Banjo Pilot* Game Paks - One for each player

Game Boy Advance Game Link® cables: For two players - One

For three players - Two

For four players - Three

Please make sure that the Game Boy Advance Game Link® cables are properly connected and that all Game Boy® Advance systems are turned on.

### GAME MODES

**Grand Prix (GP):** Compete in a league of four races, aiming to finish with more points than your opponents.

**Head-To-Head:** Race one-on-one against a friend over a single track of your choice.

**Dogfight:** Take on your friends in a dogfight. Last pilot standing wins!





## THE PILOTS

There are nine individual pilots from Banjo lore to choose from, each handling slightly differently. However, not all of them will be available for selection when you first embark upon your racing career!



**Banjo:** Our cautious hero may be getting used to the fast-paced adventuring life, but has he let his racing skills get rusty?



**Kazooie:** Banjo's noisy Breegull partner, reluctantly accepting her flight limitations and hopping into a plane like everyone else.

**Mumbo Jumbo:** The masked shaman, Banjo's friend and Gruntilda's sworn foe. But his magic may not be so useful up in the clouds...

**Bottles:** The unassuming mole never expected to find himself caught up in this kind of excitement! What will Mrs. Bottles think?



**Humba Wumba:** Mumbo Jumbo's shamanic rival, now given the chance to prove her superiority in an entirely different area.

**Jinjo:** No Banjo game is complete without one—a representative of the race that seems to get Gruntilda so worked up...

**Jolly Roger:** A quirky and outgoing frog, taking the opportunity to build on his popular first appearance in *Banjo-Tooie*.



**Gruntilda:** She's everything a witch should be: ugly, smelly and downright unpleasant. And she wants some of those trophies!

**Klungo:** Gruntilda's right-hand minion, loyal but not always entirely successful. Can he do his mistress proud in the skies?





## LIMITED WARRANTY

### Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **32155**. Please use this code to identify your Product when contacting us.

### Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

### To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.  
Customer Service Department  
27001 Agoura Road, Suite 270  
Calabasas Hills, CA 91301

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THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers. This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

### Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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